INTRODUCTION

The “1-UP Online Game Store” is a computer application that provides user friendly platform to enable gamers to browse and purchase their favorite games. The application provides user interface to search for specific games and also view trending games.

The application is mainly based on the concept of Object Oriented Programming which involved defining classes and declaring objects of these classes to store game details and perform various functions.The application is written in C++ language and is targeted to compile on Turbo C++ platform.

HEADER FILES USED

#include<fstream.h>

#include<iostream.h>

#include<stdio.h>

#include<conio.h>

#include<string.h>

#include<ctype.h>

#include<time.h>

CLASSES USED

1. **Games**

Description:

Used to store details of product such as name, product code, genre, price, mode, maxlength and selection status.

Data Members:

1. char name[35] , p_code[8] : private member for storing name and code of product.

2. char genre[22] : private member for storing genre of game.

3. float price[3] : for storing price of product in 3 different categories.

4. int mode, select : for storing mode of game and selection status respectively.

5. int maxlen : for storing integer value which indicates resemblance of searched word with name of game (i.e, higher the value , closer is the searched word.)

Member Functions:

1. void gname_output( ) : public member to display name of game along with platform the game is available in.

2. int purchase( ) : public member to display order confirmation screen.

3. int checkout(Games g , float pr , int a) : public member to input details such as pincode, city, quantity and display MY CART.

4. float ginfo_output(Games g) : public member to display all details of a game such as name, product code, platform, price and mode.

5. int get_search_rank(char input []) : public member to return maxlen value.

6. void sort(char input [ ]) : public member to assign maxlen value and sort top 5 search results based on maxlen value.

7. int game_options( ) : public member to print name of games and buttons on search results page and trending games page.

8. int search_screen( ) : public member to display the search page.

9. int trend_screen( ) : public member to display the trending page.

10. int home_screen( ) : public member to display the home page.

2. usermgnt

Description:

Used for handling details regarding users such as name, password and E-mail id.

Data Members:

1. char u_name[30] , email[50] , password[30] : public members for storing username , email id and password.

Member Functions :

1. int check_uname( ) : public member to check validity of username.

2. int check_password ( ) : public member to check whether username and password match.

3. void add_details( ) : public member to add details of new user.

3. reg_screen

Description:

Displays the sign up screen and accepts new username, email id and password.

Member Functions :

1. int add_details() : public member to display the sign up screen. New username and password can be entered and checks whether username has been already taken.

4. log_screen

Description:

Displays the login screen and also checks the validity of username and password.

Member Functions :

1. int check_details( ) : public member to display the login screen. Username and password can be entered and checks whether they are valid or not.

STRUCTURES USED

1. button

Description:

Displays option buttons on the required parts of the screen that can be navigated using W, A, S, D keys and selected using SPACEBAR.

Data Members:

1. char button_name[20] : To store text to be displayed in button.

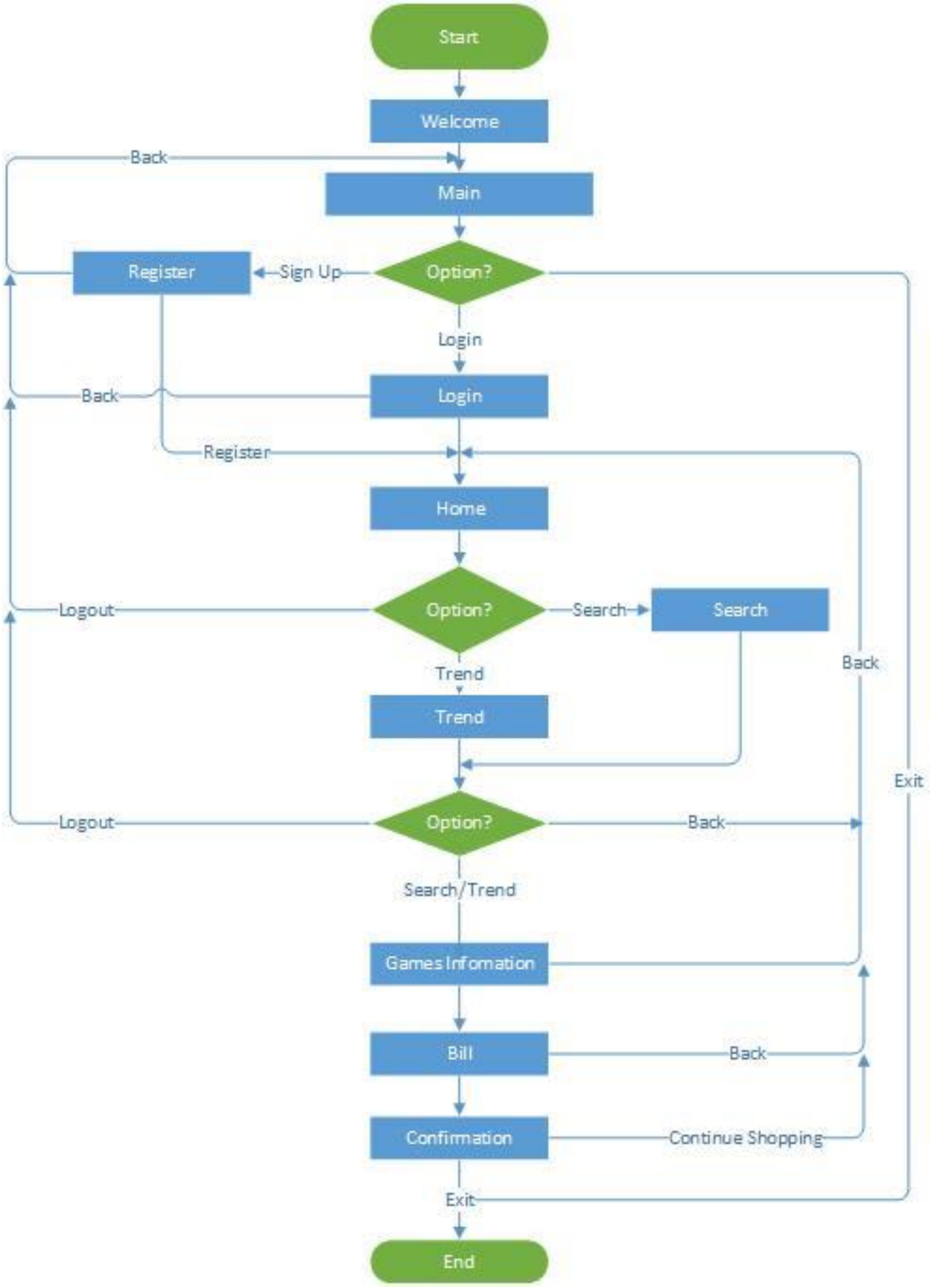
2. char key : To store input from keyboard.

3. int b_x , b_y : To store coordinates of button on screen.

NON-MEMBER FUNCTIONS

- void display( ) : To display title and instructions.
- void delay( ) : To provide delay in the loading screen of order confirmation.
- void input_pwd( ) : To convert letters typed in as password by the user to '*'.
- void wallpaper( ) : To display wallpaper on start screen.
- void start_screen( ) : To display main menu.
- void clr_space(int x, int y, int l) : To clear out the space around the button.
- int button_print(button b[],int n, int ptr) : To print the button at specific locations.
- void pointer_movement(button b[], int n,int &ptr) : To navigate across screen and select buttons.
- int check_uname( ) : To check whether username already exists or not.
- int check_password( ) : To check whether username and password match.
- void add_details( ) : To add details of new user.

FLOWCHART


Start
Welcome
Back
Main
Register
Sign Up
Option?
Login
Login
Back
Register
Home
Option?
Logout
Search
Search
Back
Trend
Trend
Exit
Option?
Logout
Back
Search/Trend
Games Infomation
Bill
Back
Confirmation
Continue Shopping
Exit
End

PROGRAM CODE

button.cpp

```
#include<stdio.h>

#include<ctype.h>

#include<conio.h>

#include<iostream.h>




struct button

{

        char button_name[20];

        int b_x, b_y;

        char key;


};


void clr_space(int x, int y, int l) // to clear out space around button

{


        for(int i=l;i>=0;i--)

        {

                gotoxy(x+i,y); cout<<'\b';

        }
}//end of clr_space

int button_print(button b[],int n, int ptr) // to print button at specific locations
{
        int ub=n-1;  int s;

        for(s=0;s<=ub;s++)
        {
                clr_space((b[s].b_x-3), b[s].b_y, (strlen(b[s].button_name)+6)) ;

        }

        for(s=0;s<=ub;s++)
        {
                gotoxy(b[s].b_x,b[s].b_y);   cout<<b[s].button_name;

        }
        gotoxy((b[ptr].b_x)-2,b[ptr].b_y);  cout<<"<";
        gotoxy((b[ptr].b_x)+strlen(b[ptr].button_name)+2,b[ptr].b_y);    cout<<">";

        b[ptr].key=getch();
        return b[ptr].key;

}//end of button_print
```

```
void pointer_movement(button b[], int n,int &ptr)//to move across screen and select buttons
{
        char k;
        while(n>1)
        {
                k=button_print(b,n,ptr);
                if(isalpha(k))
                        switch (tolower(k))
                        {
                                case 'w': case 'a':
                                        if(ptr==0)
                                                ptr=n-1;
                                        else
                                                ptr--;
                                        break;

                                case 's': case 'd':
                                        if(ptr==n-1)
                                                ptr=0;
                                        else
                                                ptr++;
                                        break;
                        }//end of switch case

                else if(k==' ')
                        break;
```

```
          }// end of while loop

}// end of pointer movement
```

usermgnt.cpp

```
#include<iostream.h>
#include<string.h>
#include<fstream.h>

class usermgnt

{
   public:
          char u_name[30];
          char email[50];
          char password[30];



int check_uname()// function to check whether username already exists
{
          fstream f;
          usermgnt U;
          f.open("users.dat",ios::in|ios::binary);
          while(f.read((char*)&U,sizeof(U)))
```

```
        {
                if(strcmpi(U.u_name,u_name)==0)
                {
                        f.close();
                        return 1;
                }
        }

        f.close();
        return 0;
}// end of check_uname



int check_password() // function to check whether username and password match
{
        fstream f;
        usermgnt U;
        f.open("users.dat",ios::in|ios::binary);
        while(f.read((char*)&U,sizeof(U)))
        {

                if((strcmpi(U.u_name,u_name)==0)&&(strcmpi(U.password,password)==0))
                {
                        f.close();
                        return 1;
                }
        }
```

```
            f.close();

            return 0;

}// end of check_password



void add_details()// function to add details of new user

{

             usermgnt U;

             strcpy(U.u_name,u_name);

             strcpy(U.email,email);

             strcpy(U.password,password);

             fstream f;

             f.open("users.dat",ios::app|ios::binary);

             f.write((char*)&U,sizeof(U));

             f.close();

}// end of add_details

};// end of class usermgnt
```

reglog1.cpp

```
#include<iostream.h>

#include<string.h>

#include<conio.h>

#include<stdio.h>

#include<stdlib.h>

#include<ctype.h>

#include<time.h>

#include "usermgnt.cpp"

#include "button.cpp"



void display()// function to display title and instructions

{


        gotoxy(1,1);
cout<<"__________________________________________________________________________________";


        gotoxy(1,3); cout<<"                         1UP - THE GAME STORE";

        gotoxy(1,4);
cout<<"__________________________________________________________________________________\n";


        gotoxy(15,24);cout<<"Use W,A,S,D keys to navigate. Use SPACEBAR to select.";


}// end of display
```

```
void delay(long time)// function to provide delay in loading screen
{
 clock_t start=clock();
 while(clock()-start<time);
}// end of delay

char pwd[30];//global array

void input_pwd()//function to convert letters typed in as password by the user to '*'
{
  for(int i=0;;i++)
  {
        pwd[i]=getch();
        if(pwd[i]!='\r')
              cout<<"*";
        if(pwd[i]=='\r')
              break;
        if(pwd[i]==8 )
        {
               cout<<"\b\b";
               i-=2;
        }
  }
  pwd[i]='\0';
```

```
} // end of input_pwd


class reg_screen

{

             public:


             int add_details()// function to accept details of new user

{

            char pass[30], re_pass[30];

            usermgnt u_r;

            display();


            button b[2];


            strcpy(b[0].button_name,"SIGN UP"); b[0].b_x=30; b[0].b_y=22;


            strcpy(b[1].button_name,"BACK"); b[1].b_x=50; b[1].b_y=22;


            int ptr=0;


            gotoxy(30,22); cout<<"SIGN UP";

            gotoxy(50,22); cout<<"BACK";



            gotoxy(16,6);  cout<<"User name             : ";
            gotoxy(16,8);  cout<<"Email id              : ";

            gotoxy(16,10); cout<<"Password              : ";

            gotoxy(16,12); cout<<"Re-enter password     : ";



            gotoxy(40,6); gets(u_r.u_name);

            gotoxy(40,8); gets(u_r.email);

            gotoxy(40,10); gets(pass);

            gotoxy(40,12); gets(re_pass);




            options:

            pointer_movement(b,2,ptr);

            if(ptr==0)
            {

                    if(u_r.check_uname())
                    {
                            gotoxy(1,20); clreol();
                    gotoxy(30,22); cout<<"SIGN UP";
                    gotoxy(50,22); cout<<"BACK";

                    gotoxy(16,7);

                    cout<<"User name already in use !";

                    getch();
                    gotoxy(16,7); clreol();
                    gotoxy(40,6); clreol();

                    gotoxy(40,6);  gets(u_r.u_name);

                    goto options;

            }

            else if(strlen(pass)<=5)
            {
                    gotoxy(1,20); clreol();

                    gotoxy(30,22); cout<<"SIGN UP";
                    gotoxy(50,22); cout<<"BACK";

                    gotoxy(16,11);  cout<<"Password has to be more than 5 characters!";
                    getch();

                    gotoxy(16,11);  clreol();

                    gotoxy(40,10);  clreol();

                    gotoxy(40,10); gets(pass);

                    gotoxy(40,12);  clreol();

                    gotoxy(40,12); gets(re_pass);

                    goto options;

            }

            else if(strcmpi(pass,re_pass)!=0)
            {
                    gotoxy(1,20); clreol();


                    gotoxy(30,22); cout<<"SIGN UP";
                    gotoxy(50,22); cout<<"BACK";

                    gotoxy(16,13);  cout<<"Re-enter password correctly!";

                    getch();
```

```
}                    gotoxy(16,13);  clreol();

                     gotoxy(40,12);  clreol();

                     gotoxy(40,12); gets(re_pass);

                     goto options;

            }

            strcpy(u_r.password,pass);



            fstream f;

            f.open("users.dat",ios::app|ios::binary);

            f.write((char*)&u_r,sizeof(u_r));

            f.close();

            clrscr();

            return 0;



}
```

```
          else if(ptr==1)
          {
                    clrscr();
                    return 1  ;
          }



}// end of add_details


}; // end of class reg_screen



class log_screen
{
           public:


           int check_details()// function to check username and password
          {


                              usermgnt u_l;
                              display();


                              button b[2];


                              strcpy(b[0].button_name,"LOGIN"); b[0].b_x=30; b[0].b_y=20;
strcpy(b[1].button_name,"BACK"); b[1].b_x=50; b[1].b_y=20;

int ptr=0;

gotoxy(30,20); cout<<"LOGIN";
gotoxy(50,20); cout<<"BACK";


gotoxy(16,6); cout<<"User name          : ";


gotoxy(16,10); cout<<"Password           : ";


gotoxy(40,6); gets(u_l.u_name);

gotoxy(40,10);  input_pwd();  strcpy(u_l.password,pwd);

options:

pointer_movement(b,2,ptr);

if(ptr==0)
{

        if(!(u_l.check_password()))
        {
                gotoxy(1,20);  clreol();
                gotoxy(30,20); cout<<"LOGIN";
                gotoxy(50,20); cout<<"BACK";

                gotoxy(16,13);

                cout<<"ENTER CORRECT DETAILS !";

                getch();
                gotoxy(16,13); clreol();
                gotoxy(40,6); clreol();
                gotoxy(40,10); clreol();

                gotoxy(40,6);  gets(u_l.u_name);
                gotoxy(40,10);  input_pwd();
                strcpy(u_l.password,pwd);
                goto options;


        }

        clrscr();
        return 0;

}
else if(ptr==1)
{
```

```
                        clrscr();
                        return 1;
                    }
        }// end of check_details

}; // end of class log_screen

class Games
{
        char p_code[8];
        char name[35];
        float price[3];
        char genre[22];
        int mode; // has to be 1 or 2
        int maxlen;
        int select;

        public:

        //constructor
        Games()
        {
                strcpy(p_code,"\0");
                strcpy(name,"\0");
                price[0]= price[1]=price[2]=0;
                strcpy(genre,"\0");
                mode=0;
        maxlen=0;

        select=0;

}


void gname_output(Games g) // function to display name and platform game is available in

{

 cout<<g.name<<" (";

 if(g.price[0])

  cout<<"PS4, ";

 if(g.price[1])

  cout<<"Xbox One, ";

 if(g.price[2])

  cout<<"PC, ";

cout<<"\b\b";

  cout<<")";

        cout<<endl;


}// end of gname_output


int purchase() // function to display order confirmation

{

        clrscr();

        display();

        gotoxy(32,5);cout<<"Processing...";

        gotoxy(12,7);cout<<"[";

        gotoxy(64,7);cout<<"]";
```

```
for(int i=13,j=0;i<65;i++)
{
        delay(100);
        gotoxy(i,7);cout<<"|";
}

gotoxy(64,7);cout<<"]";

gotoxy(27,5);clreol();
gotoxy(32,5);cout<<"Order Confirmed";

button b[2];
strcpy(b[0].button_name,"CONTINUE SHOPPING"); b[0].b_x=20;
  b[0].b_y=22;
strcpy(b[1].button_name,"EXIT"); b[1].b_x=55; b[1].b_y=22;

int ptr=0;

pointer_movement(b,2,ptr);

if(ptr==1)
{
        clrscr();

        gotoxy(29,10);cout<<"THANK YOU FOR SHOPPING";
        gotoxy(34,12);cout<<"AT 1UP GAMES";
        gotoxy(30,14);cout<<"PLEASE VISIT US AGAIN";
```

```
                getch();
                exit(0);
        }
        return ptr;

}// end of purchase



int checkout(Games g,float pr, int a) // function to accept details and display MY
 CART
{

        char pform[10]="\0";
        char str2[15]="\0";
        int day=0;
        int no=0;
        long int pincode=0;
        char city[20]="\0";
        float qty=0;

        clrscr();

        display();

        //accepting details

        gotoxy(10,7);
```

```
cout<<"Enter pincode  : "<<endl;

A:

display();

gotoxy(27,7);

cin>>pincode;


if(pincode%7==0)//pincode condition

{

	gotoxy(37,7);

	cout<<"Cannot be delivered to this location";

	getch();

	gotoxy(27,7);clreol();

	goto A;

}


gotoxy(10,10);

cout<<"Enter city     : "<<endl;

gotoxy(27,10);

gets(city);

gotoxy(10,13);

cout<<"Enter quantity : "<<endl;

gotoxy(27,13);

cin>>qty;




clrscr();
```

```
        display();


        float total =0;
  // display of MY CART
        gotoxy(2,5);cout<<"MY CART";

    gotoxy(1,6);cout<<"__________________________________________________________________
_________________________________";
        gotoxy(2,7);cout<<"Item";
        gotoxy(32,7);cout<<"Qty";
        gotoxy(37,7);cout<<"Price";
        gotoxy(44,7);cout<<"Delivery Details";
        gotoxy(64,7);cout<<"SubTotal";

    gotoxy(1,9);cout<<"__________________________________________________________________
_________________________________";
        gotoxy(2,11);cout<<g.name;
        gotoxy(2,12);


        int ch=0;
        for(int i=0;i<3;i++)
        {
            if(g.price[i]!=0)
                if(ch==a)
                {
                    if(i==0)
                        strcpy(pform,"PS4");
                    else if(i==1)
```

```
                                        strcpy(pform,"Xbox One");

                                else if(i==2)

                                        strcpy(pform,"PC");

                        }

                        else

                                ch++;

        }



    cout<<pform<<" // "<<g.p_code;

    gotoxy(2,13);cout<<"Seller : ";

// condition for seller

    if(strcmpi(pform,"PS4")==0)

            strcpy(str2,"WSRetail");

    else if(strcmpi(pform,"Xbox One")==0)

            strcpy(str2,"Games4U");

    else if(strcmpi(pform,"PC")==0)

            strcpy(str2,"RetailNet");


    cout<<str2;


    randomize();


    no=2+random(4);


    gotoxy(2,14);cout<<"Eligible for ";

    gotoxy(2,15);cout<<no<<" offers!!";
```

```
        gotoxy(33,11);cout<<qty;

        gotoxy(37,11);cout<<pr;

        gotoxy(44,11);cout<<"Pincode : "<<pincode;

        gotoxy(44,12);cout<<"City : "<<city;

        gotoxy(44,13);cout<<"Will be delivered";


        // delivery duration

        day=2+random(5);


        float tot;

        tot=pr*qty;


        gotoxy(44,14);cout<<"in "<<day<<" days";

        gotoxy(64,11);cout<<tot;

        gotoxy(64,12);cout<<"*Rs.50 delivery";

        gotoxy(64,13);cout<<"charges present";

gotoxy(1,16);cout<<"_______________________________________________________________________________";

        gotoxy(60,18);cout<<"Total : ";

        total=tot+50;

        cout<<total;

gotoxy(1,20);cout<<"_______________________________________________________________________________";


        button b[2];
```

```
strcpy(b[0].button_name,"PURCHASE"); b[0].b_x=55; b[0].b_y=22;
strcpy(b[1].button_name,"BACK"); b[1].b_x=20; b[1].b_y=22;

int ptr=0;
int s;

pointer_movement(b,2,ptr);

if(ptr==0)
{
        s=purchase();
        if(s==0)
        {
                clrscr();
                display();
                return 8;
        }
}

else if(ptr==1)
{
         clrscr();
         display();
         return 8;
}
```

```
}// end of checkout



          float ginfo_output(Games g) // function to display all details of game
          {
                    clrscr();

                    display();
                    gotoxy(5,6);  cout<<g.name<<" ("<<g.p_code<<")";

                    gotoxy(8,8);  cout<<"Genre:  "<<g.genre;

                    gotoxy(42,8);cout<<"Mode: ";
                    gotoxy(48,8);

                    if(mode==1)
                              cout<<"Single Player";
                    else if(mode==2)
                              cout<<"Multi-player";

                    int s=10;

                    if(g.price[0])
                    {         gotoxy(8,s);  cout<<"PS4";  gotoxy(20,s); cout<<g.price[0]; s+=2;  }

                    if(g.price[1])
          {         gotoxy(8,s);  cout<<"XBOX ONE";  gotoxy(20,s);
cout<<g.price[1]; s+=2; }


if(g.price[2])

{         gotoxy(8,s);  cout<<"PC";  gotoxy(20,s); cout<<g.price[2]; s+=2; }



button b[4];


for(int i=0,j=0;i<3;i++)

{

          if(g.price[i])

          {

                    strcpy(b[j].button_name,"BUY");

                    b[j].b_x=36;  b[j].b_y= 10 + (2*j);

                    j++;

          }


}


strcpy(b[j].button_name,"BACK");   b[j].b_x=60;  b[j].b_y= 20;


int ptr=0;


pointer_movement(b,j+1,ptr);


clrscr();
```

```
        display();
        int q;

        //selection of game

        if(ptr>=0&&ptr<j)
        {
                for(int v=0,u=0;v<3;v++)
                {
                        if(g.price[v]!=0)
                        {

                                if(u==ptr)
                                {
                                        q=checkout(g,g.price[v],ptr);
                                        return q;
                                }
                                u++;
                        }
                }
         }

        else return 8;


}// end of ginfo_output
```

```
int get_search_rank(char input[])//function to give maxlen value
{
        int i = 0;
        int j = 0;
        int maxlen = 0;
        int name_len = strlen(name);
        int input_len = strlen(input);

        int match = 1;
        while(i <= (name_len - input_len) )
        {
                j=0;
                match = 1;
                while(j < input_len)
                {

                        if(tolower(input[j]) != tolower(name[i+j]))
                        {
                                match = 0;
                                break;
                        }
                        j++;
                }

                if ( j > maxlen)
                {
```

```
                maxlen = j;

            }

            if ( match)

            {


                maxlen = input_len;

                break;

            }

            i++;

        }

        return maxlen;


}// end of get_search_rank


void sort(char input[]) /* function to assign maxlen value and sort the top 5 search
results based on maxlen */

{


        fstream f, f1;

        int max=0;

        char code[8];


        //copying details from main to search_list//


        f.open("slst.dat",ios::out|ios::binary);


        f1.open("glist.dat",ios::in|ios::out|ios::binary);
```

```
Games g;
 int pos = -1*sizeof(g);

while(f1.read((char*)&g,sizeof(g)))
{
        g.maxlen=g.get_search_rank(input);
        g.select=0;
        f1.seekp(pos,ios::cur);
        f1.write((char*)&g,sizeof(g));
}

f1.close();


for( int i=0;i<5;i++)
{
        max=0;

        f1.open("glist.dat",ios::in|ios::out|ios::binary);

        while(f1.read((char*)&g,sizeof(g)))
        {

                if((g.maxlen>=max)&&(g.select!=1))
                {
                        max=g.maxlen;
                        strcpy(code,g.p_code);
                }
        }

        f1.close();

        f1.open("glist.dat",ios::in|ios::out|ios::binary);

        while(f1.read((char*)&g,sizeof(g)))
        {

                if(strcmpi(g.p_code,code)==0)
                {
                        f.write((char*)&g,sizeof(g));
                        g.select=1;
                        f1.seekp(pos,ios::cur);
                        f1.write((char*)&g,sizeof(g));
                }
        }

        f1.close();

}//end of for loop

f.close();
```

```
}//end of sort



int game_options()/*function to print the game names and buttons in search page and
trending page*/

{

        display();


        fstream f;


        f.open("slst.dat",ios::in|ios::binary);


        Games g;  int l=9, i=0;


        button b[7];

        while(f.read((char*)&g,sizeof(g)))

        {

                gotoxy(5,l);

                gname_output(g);


                strcpy(b[i].button_name,"MORE"); b[i].b_x=60; b[i].b_y=l;


                l+=2;  i++;


        }


        f.close();
        strcpy(b[5].button_name,"BACK"); b[5].b_x=70; b[5].b_y=22;

        strcpy(b[6].button_name,"LOGOUT"); b[6].b_x=70; b[6].b_y=3;

        int ptr=0;

        pointer_movement(b,7,ptr);

        return ptr;

}// end of game_options


int search_screen()// function to display search page and search results
{
        clrscr();

        display();

        gotoxy(30,5); cout<<"SEARCH: ";

        char input[35];

        gets(input);

        sort(input);
```

```
{

gotoxy(30,7); cout<<"SEARCH RESULTS";

int k=game_options();

clrscr();

display();

float s;

fstream f;
f.open("slst.dat",ios::in|ios::binary);

Games g;

if(k>=0&&k<=4)
{
        int r=0;
        while(f.read((char*)&g,sizeof(g)))
        {
                if(k==r)
                {
                        s=g.ginfo_output(g);
                        if(s==8)
                        {
                                f.close();
```

```
                                        return 5;
                                }

                        }

                        r++;
                }

        }

        else
        {
                f.close();
                return k;
        }

}// end of search_screen


int trend_screen()// function to display trending page
{
        fstream fl, fm; Games g;
        int j;
        fl.open("slst.dat",ios::out|ios::binary);
        randomize();
        int r;
```

```
for(int i=0;i<5;i++)
{
        fm.open("glist.dat",ios::in|ios::binary);
        r=random(20);
        j=0;
        while(fm.read((char*)&g,sizeof(g)))
        {
                if(j==r)
                {
                        fl.write((char*)&g,sizeof(g));
                        fm.close();
                        break;
                }
                j++;

        }
        fm.close();

}// end of for loop

fl.close();

clrscr();

display();

gotoxy(33,6); cout<<"TRENDING GAMES";
```

```
int k=game_options();



clrscr();
int s;



fstream f;
f.open("slst.dat",ios::in|ios::binary);

if(k>=0&&k<=4)
{
        int r=0;
        while(f.read((char*)&g,sizeof(g)))
        {
                if(k==r)
                {
                        s=g.ginfo_output(g);
                        if(s==8)
                        {
                                f.close();
                                return 5;
                        }
                }
                r++;
        }// end of while loop
        }

        else
        {
                f.close();
                return k;
        }

}// end of trend_screen


int home_screen()// function to display home page
{
        display();

        button b[3];

        Games g;

        options:

        strcpy(b[0].button_name,"SEARCH FOR GAMES"); b[0].b_x=30;
        b[0].b_y=11;

        strcpy(b[1].button_name,"TRENDING GAMES"); b[1].b_x=30; b[1].b_y=12;
strcpy(b[2].button_name,"LOGOUT"); b[2].b_x=70; b[2].b_y=3;

int ptr=0;
int h;

pointer_movement(b,3,ptr);

if(ptr==0)
{
        h=g.search_screen();

        if(h==5)
                goto options;

        else if(h==6)
        {
                clrscr();
                return 2;
        }
}

else if(ptr==1)
{
        h=g.trend_screen();

        if(h==5)
                goto options;
                else if(h==6)
                {
                    clrscr();
                    return 2;
                }
            }

            else if(ptr==2)
            {
                clrscr();
                return ptr;
            }

        }// end of home_screen



};// end of class Games



void wallpaper()// function to display starting screen wallpaper
{

    cout<<"                                                                                      "<<endl;
    cout<<"                                                            IIIIIIIIIIIIII            "<<endl;
    cout<<"                                                        IIIIIIIIIIIIIIIIIIII        "<<endl;
    cout<<"                                                      IIIIIIIIIIIIIIIIIIIIIIII      "<<endl;
```

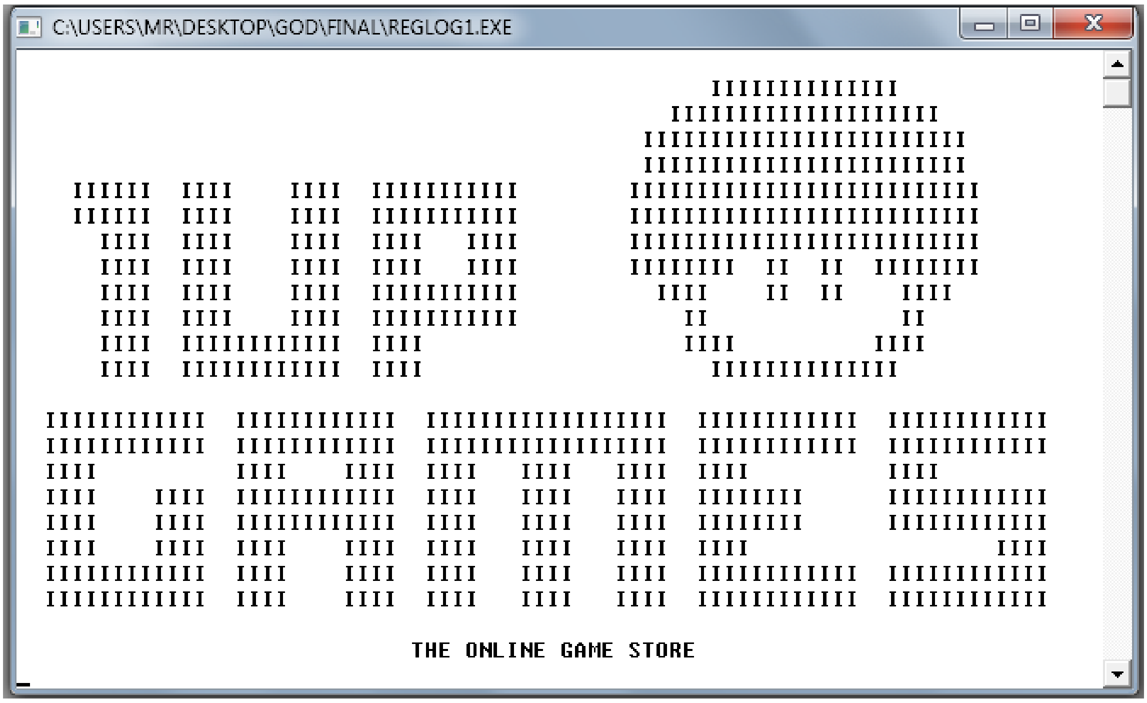
```
        cout<<"                          IIIIIIIIIIIIIIIIIIIIIIIII    "<<endl;
        cout<<"   IIIIII  IIII   IIII  IIIIIIIIIII      IIIIIIIIIIIIIIIIIIIIIIIIIII   "<<endl;
        cout<<"   IIIIII  IIII   IIII  IIIIIIIIIII      IIIIIIIIIIIIIIIIIIIIIIIIIII   "<<endl;
        cout<<"    IIII  IIII   IIII  IIII   IIII      IIIIIIIIIIIIIIIIIIIIIIIIIII   "<<endl;
        cout<<"    IIII  IIII   IIII  IIII   IIII      IIIIIIII  II  II  IIIIIIII   "<<endl;
        cout<<"    IIII  IIII   IIII  IIIIIIIIIII        IIII   II  II   IIII     "<<endl;
        cout<<"    IIII  IIII   IIII  IIIIIIIIIII         II           II      "<<endl;
        cout<<"    IIII  IIIIIIIIIIII  IIII              IIII        IIII      "<<endl;
        cout<<"    IIII  IIIIIIIIIIII  IIII                IIIIIIIIIIIIII        "<<endl;
        cout<<"                                                              "<<endl;
        cout<<"  IIIIIIIIIIII  IIIIIIIIIIII  IIIIIIIIIIIIIIIIII  IIIIIIIIIIII  IIIIIIIIIIII"<<endl;
        cout<<"  IIIIIIIIIIII  IIIIIIIIIIII  IIIIIIIIIIIIIIIIII  IIIIIIIIIIII  IIIIIIIIIIII"<<endl;
        cout<<"  IIII        IIII   IIII  IIII   IIII   IIII  IIII        IIII       "<<endl;
        cout<<"  IIII   IIII  IIIIIIIIIIII  IIII   IIII   IIII  IIIIIIII     IIIIIIIIIIII"<<endl;
        cout<<"  IIII   IIII  IIIIIIIIIIII  IIII   IIII   IIII  IIIIIIII     IIIIIIIIIIII"<<endl;
        cout<<"  IIII   IIII  IIII   IIII  IIII   IIII   IIII  IIII              IIII"<<endl;
        cout<<"  IIIIIIIIIIII  IIII   IIII  IIII   IIII   IIII  IIIIIIIIIIII  IIIIIIIIIIII"<<endl;
        cout<<"  IIIIIIIIIIII  IIII   IIII  IIII   IIII   IIII  IIIIIIIIIIII  IIIIIIIIIIII"<<endl;
        cout<<"                                                              "<<endl;
        cout<<"                     THE ONLINE GAME STORE                    "<<endl;



        getch();


        clrscr();


}// end of wallpaper
```

```
void start_screen()// function to display main menu
{
	button b[3];

	int h;

	startscreen:

	display();

	strcpy(b[0].button_name,"LOGIN"); b[0].b_x=35; b[0].b_y=12;

	strcpy(b[1].button_name,"SIGN UP"); b[1].b_x=35; b[1].b_y=14;

	strcpy(b[2].button_name,"EXIT"); b[2].b_x=35; b[2].b_y=16;

	int ptr=0, c;     Games g;

	pointer_movement(b,3,ptr);

	if(ptr==0)
	{
		clrscr();
		log_screen log;
		h=log.check_details();

	}

	else if(ptr==1)
	{
		clrscr();
		reg_screen reg;
		h=reg.add_details();

	}

	else if(ptr==2)
	{
		clrscr();

		gotoxy(29,10);cout<<"THANK YOU FOR SHOPPING";
		gotoxy(34,12);cout<<"AT 1UP GAMES";
		gotoxy(30,14);cout<<"PLEASE VISIT US AGAIN";

		getch();
		exit(0);
	}

	if(h==0)
	{
		c=g.home_screen();
```

```
            }


            if(h==1||c==2)
                        goto startscreen;
}// end of start_screen


 void main()
 {
  Games A;
  wallpaper();
  start_screen();
}
```

OUTPUT

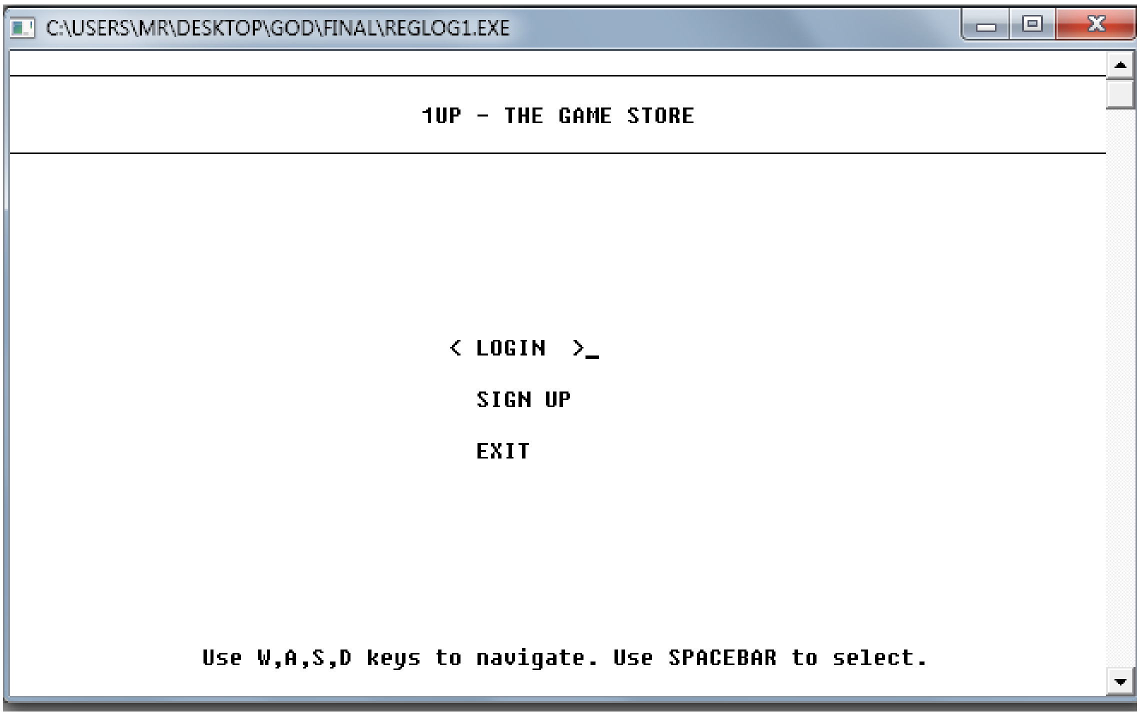
1. Start Screen



C:\USERS\MR\DESKTOP\GOD\FINAL\REGLOG1.EXE

```
                                                   IIIIIIIIIIIIII
                                                IIIIIIIIIIIIIIIIIIII
                                              IIIIIIIIIIIIIIIIIIIIIIII
                                              IIIIIIIIIIIIIIIIIIIIIIII
    IIIIII  IIII    IIII  IIIIIIIIIII        IIIIIIIIIIIIIIIIIIIIIIIIII
    IIIIII  IIII    IIII  IIIIIIIIIII        IIIIIIIIIIIIIIIIIIIIIIIIII
      IIII  IIII    IIII  IIII   IIII        IIIIIIIIIIIIIIIIIIIIIIIIII
      IIII  IIII    IIII  IIII   IIII        IIIIIIII  II  II  IIIIIIII
      IIII  IIII    IIII  IIIIIIIIIII          IIII    II  II    IIII
      IIII  IIII    IIII  IIIIIIIIIII            II              II
      IIII  IIIIIIIIIIII  IIII                   IIII          IIII
      IIII  IIIIIIIIIIII  IIII                     IIIIIIIIIIIIII

  IIIIIIIIIIII  IIIIIIIIIIII  IIIIIIIIIIIIIIIIII  IIIIIIIIIIII  IIIIIIIIIIII
  IIIIIIIIIIII  IIIIIIIIIIII  IIIIIIIIIIIIIIIIII  IIIIIIIIIIII  IIIIIIIIIIII
  IIII          IIII    IIII  IIII   IIII   IIII  IIII          IIII
  IIII    IIII  IIIIIIIIIIII  IIII   IIII   IIII  IIIIIIII      IIIIIIIIIIII
  IIII    IIII  IIIIIIIIIIII  IIII   IIII   IIII  IIIIIIII      IIIIIIIIIIII
  IIII    IIII  IIII    IIII  IIII   IIII   IIII  IIII                  IIII
  IIIIIIIIIIII  IIII    IIII  IIII   IIII   IIII  IIIIIIIIIIII  IIIIIIIIIIII
  IIIIIIIIIIII  IIII    IIII  IIII   IIII   IIII  IIIIIIIIIIII  IIIIIIIIIIII

                             THE ONLINE GAME STORE
_
```

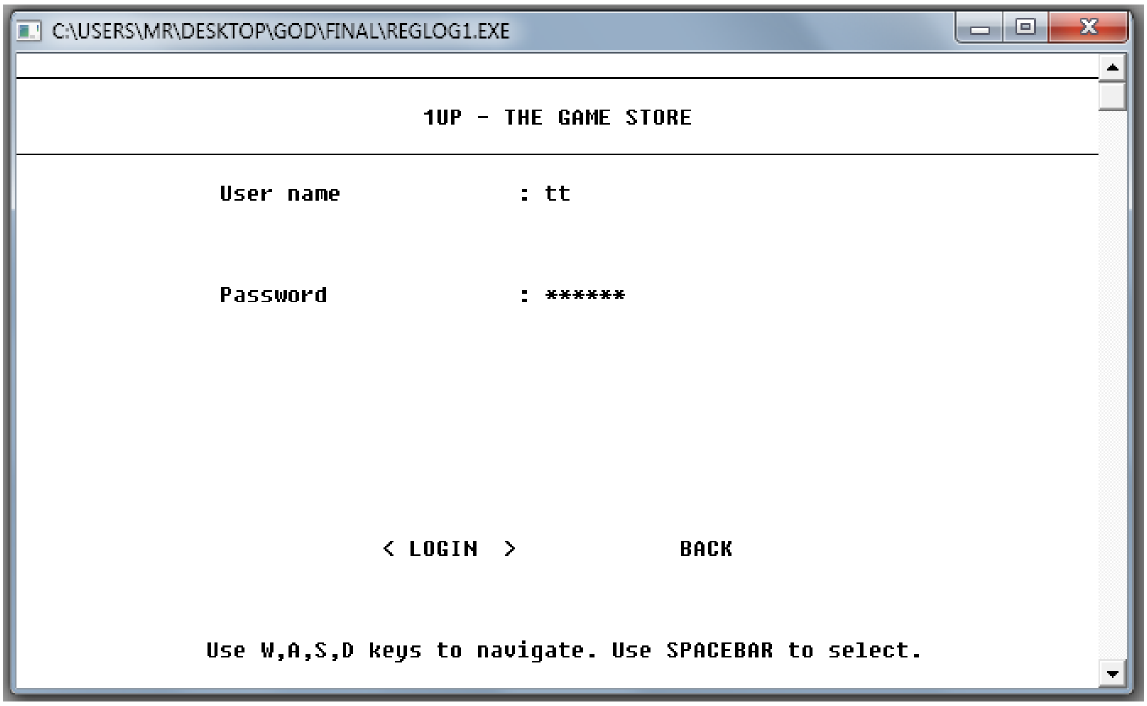
2. Main Menu



C:\USERS\MR\DESKTOP\GOD\FINAL\REGLOG1.EXE

```
                              1UP - THE GAME STORE



                                < LOGIN  >_

                                  SIGN UP

                                  EXIT



               Use W,A,S,D keys to navigate. Use SPACEBAR to select.
```

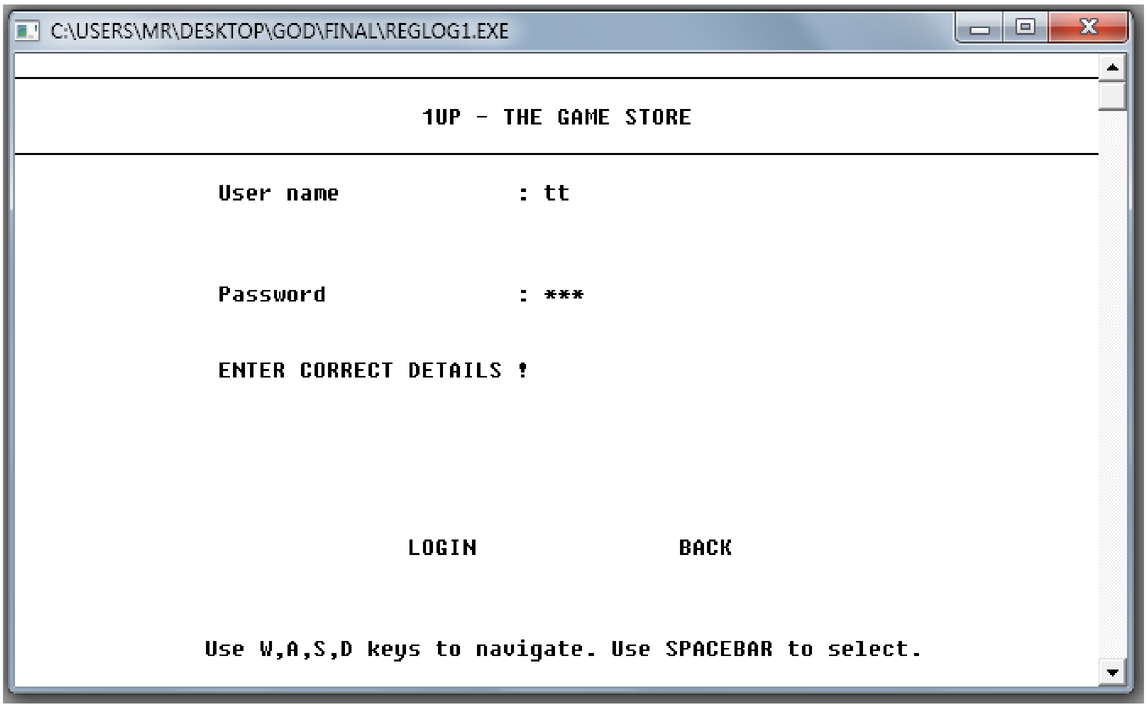
3. Sample Login Input



C:\USERS\MR\DESKTOP\GOD\FINAL\REGLOG1.EXE

```
                    1UP - THE GAME STORE

     User name              : tt


     Password               : ******






                  < LOGIN  >           BACK


    Use W,A,S,D keys to navigate. Use SPACEBAR to select.
```

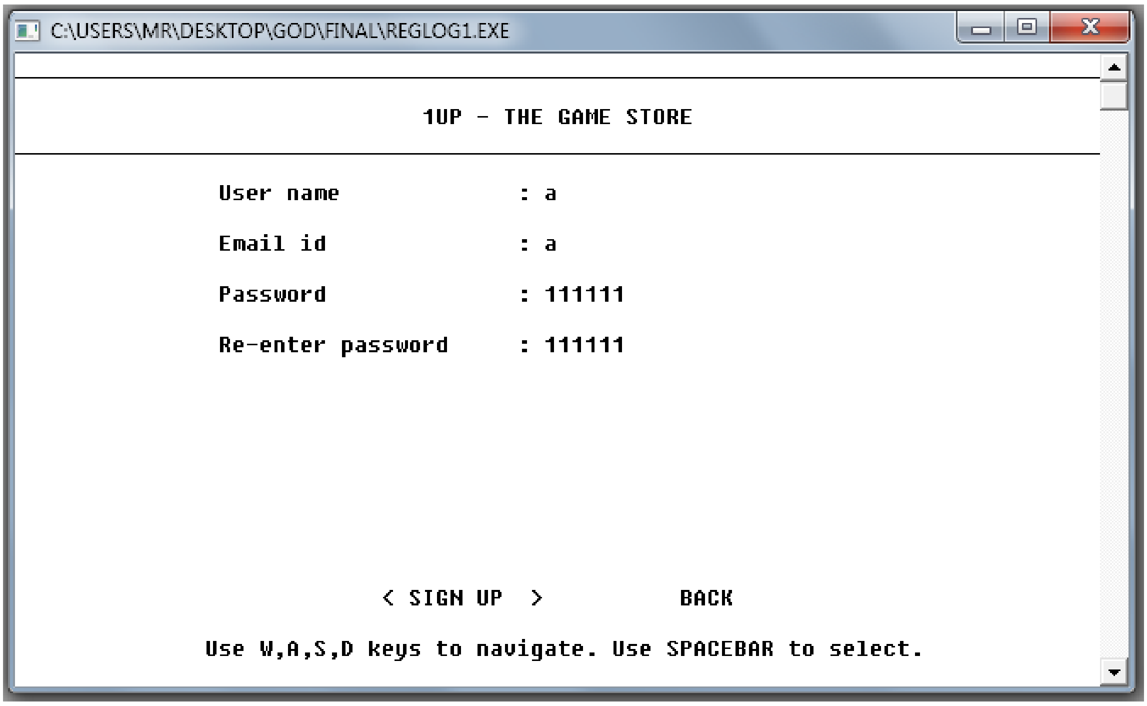
4. Sample Login Failed



C:\USERS\MR\DESKTOP\GOD\FINAL\REGLOG1.EXE

```
                    1UP - THE GAME STORE

     User name              : tt


     Password               : ***


     ENTER CORRECT DETAILS !




                    LOGIN              BACK


    Use W,A,S,D keys to navigate. Use SPACEBAR to select.
```

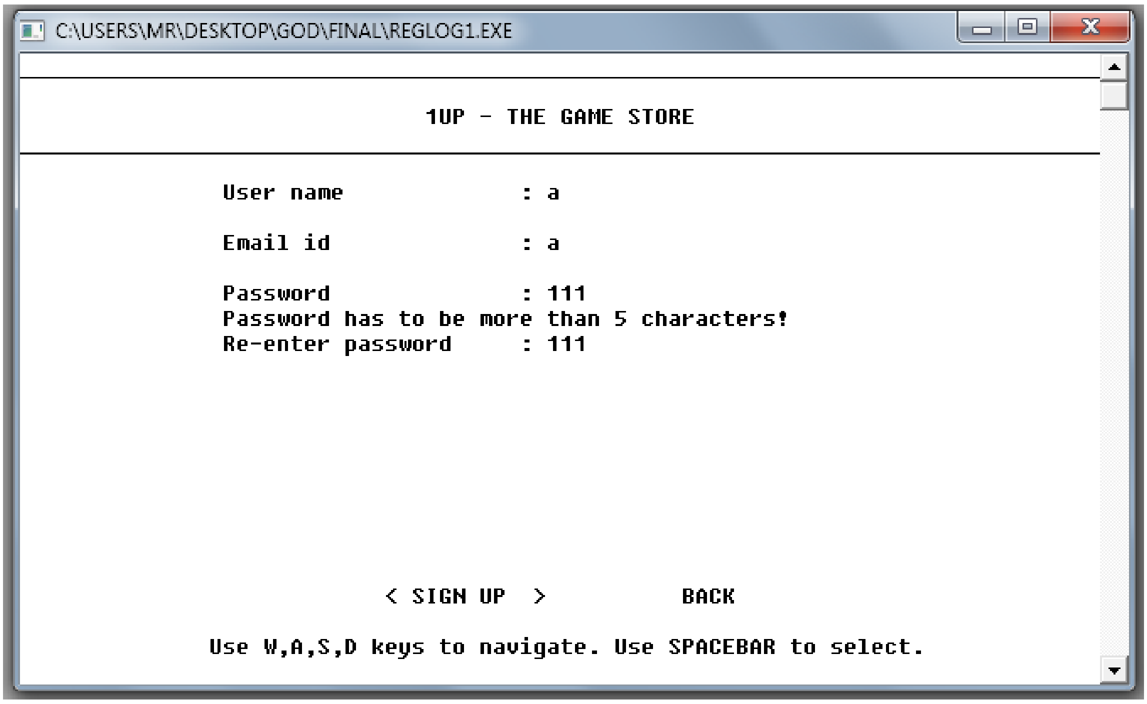
5. Sample Sign Up Input



C:\USERS\MR\DESKTOP\GOD\FINAL\REGLOG1.EXE

```
                        1UP - THE GAME STORE

        User name              : a

        Email id               : a

        Password               : 111111

        Re-enter password      : 111111





                  < SIGN UP  >          BACK

       Use W,A,S,D keys to navigate. Use SPACEBAR to select.
```

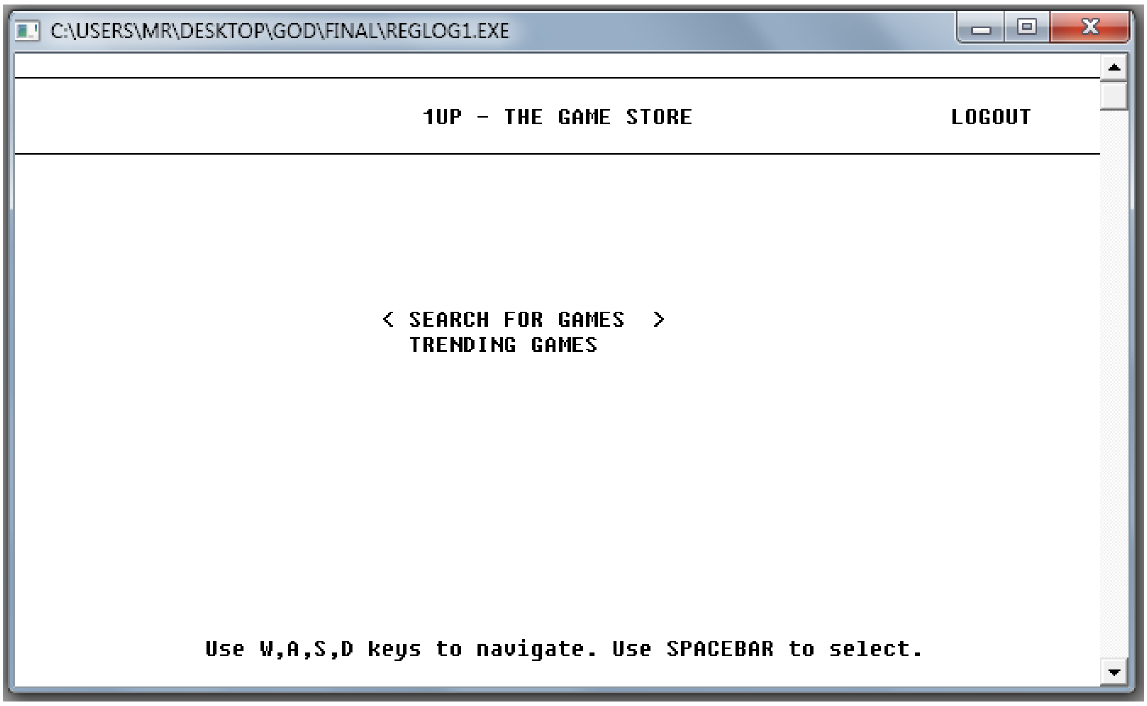
6. Sample Sign Up Failed



C:\USERS\MR\DESKTOP\GOD\FINAL\REGLOG1.EXE

```
                        1UP - THE GAME STORE

        User name              : a

        Email id               : a

        Password               : 111
        Password has to be more than 5 characters!
        Re-enter password      : 111





                  < SIGN UP  >          BACK

       Use W,A,S,D keys to navigate. Use SPACEBAR to select.
```

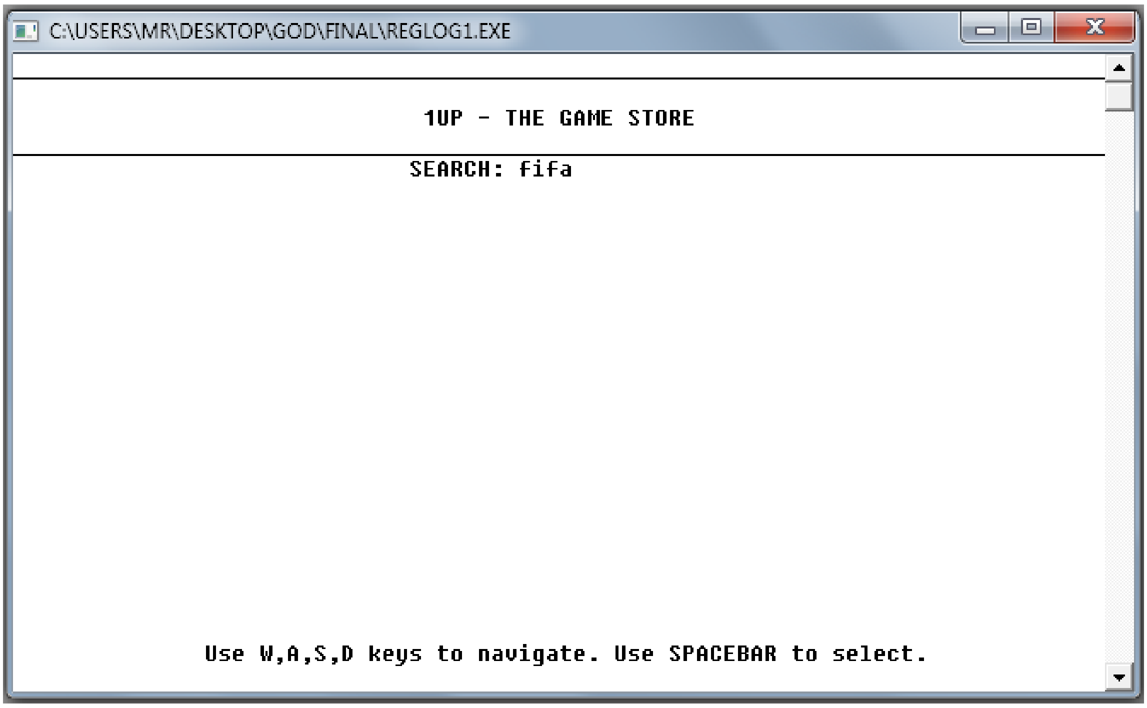
7. Home Page



C:\USERS\MR\DESKTOP\GOD\FINAL\REGLOG1.EXE

```
                              1UP - THE GAME STORE                    LOGOUT

                            < SEARCH FOR GAMES  >
                              TRENDING GAMES

               Use W,A,S,D keys to navigate. Use SPACEBAR to select.
```

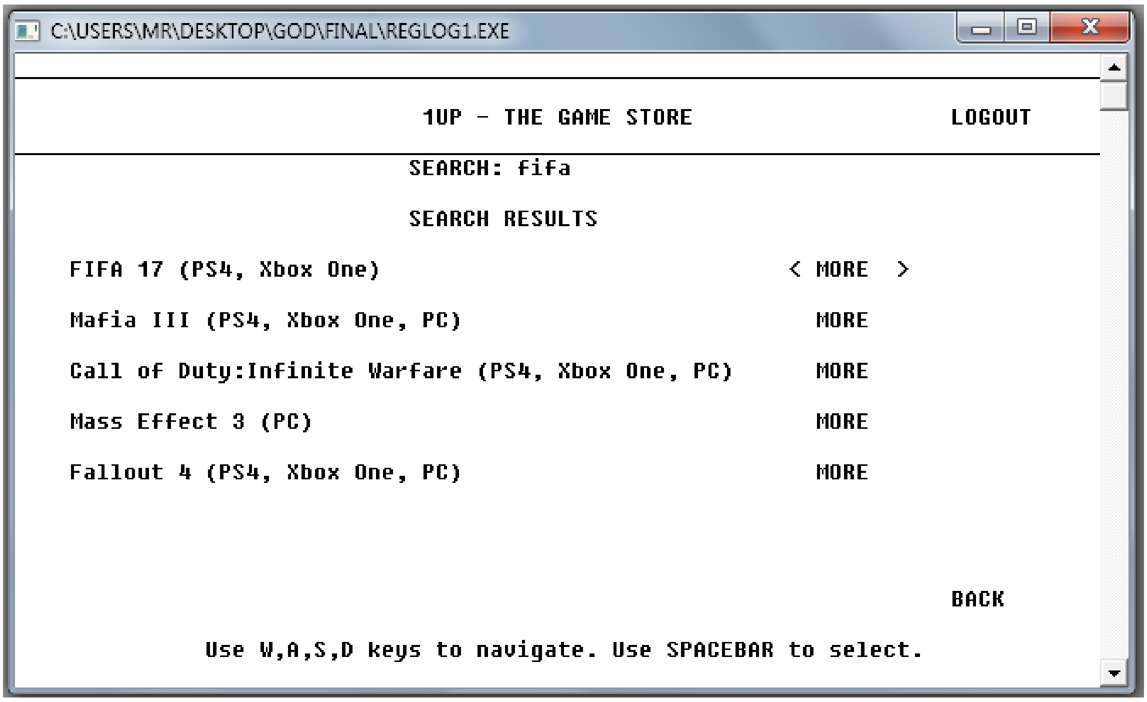
8. Search Page Input



C:\USERS\MR\DESKTOP\GOD\FINAL\REGLOG1.EXE

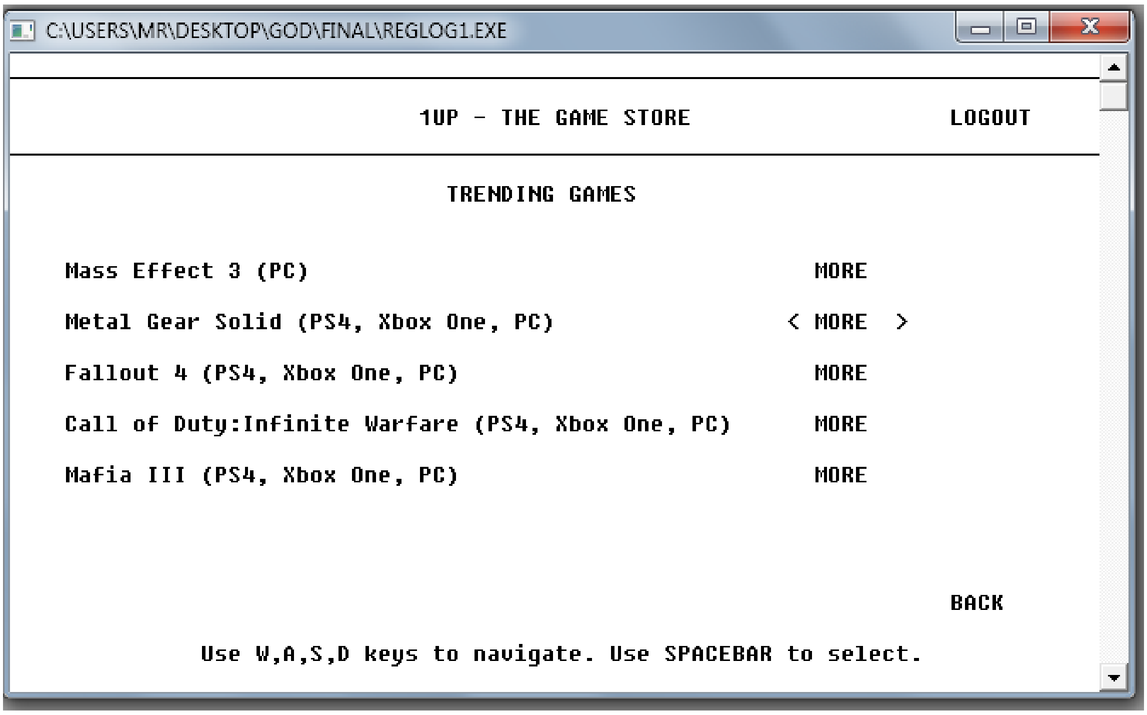
```
                              1UP - THE GAME STORE

                             SEARCH: fifa

               Use W,A,S,D keys to navigate. Use SPACEBAR to select.
```

9. Search Page Results



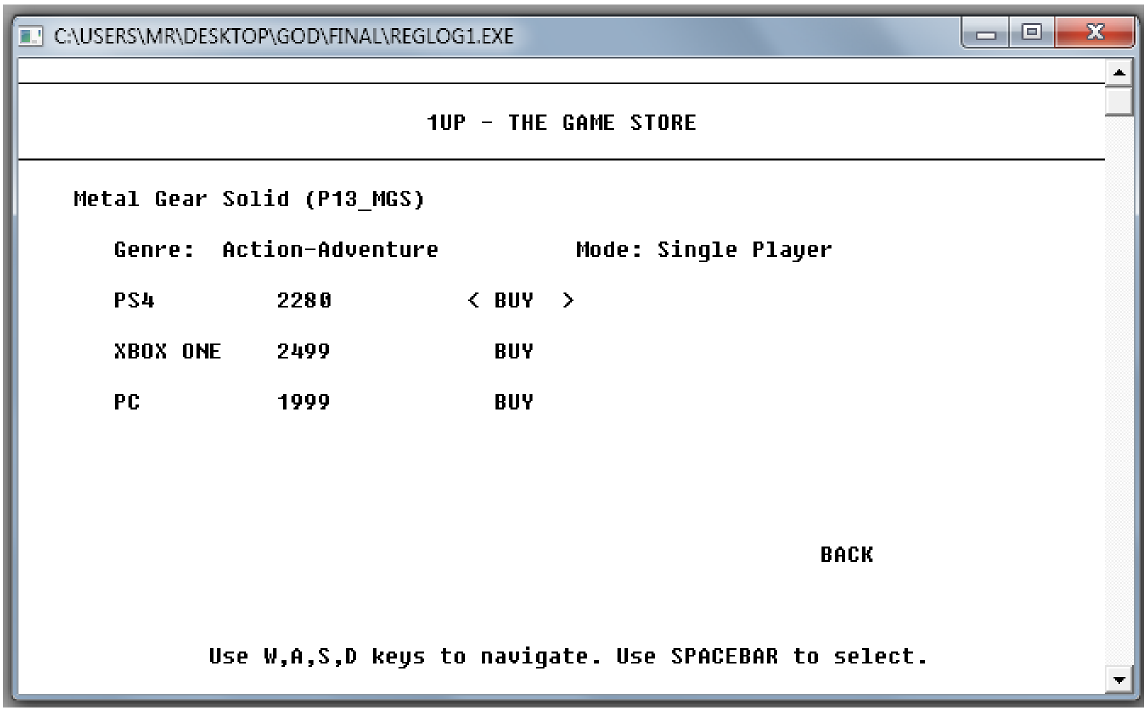
```
C:\USERS\MR\DESKTOP\GOD\FINAL\REGLOG1.EXE

                              1UP - THE GAME STORE                 LOGOUT

                             SEARCH: fifa

                             SEARCH RESULTS

   FIFA 17 (PS4, Xbox One)                              < MORE  >

   Mafia III (PS4, Xbox One, PC)                          MORE

   Call of Duty:Infinite Warfare (PS4, Xbox One, PC)      MORE

   Mass Effect 3 (PC)                                     MORE

   Fallout 4 (PS4, Xbox One, PC)                          MORE



                                                                  BACK

          Use W,A,S,D keys to navigate. Use SPACEBAR to select.
```

10. Trending Page



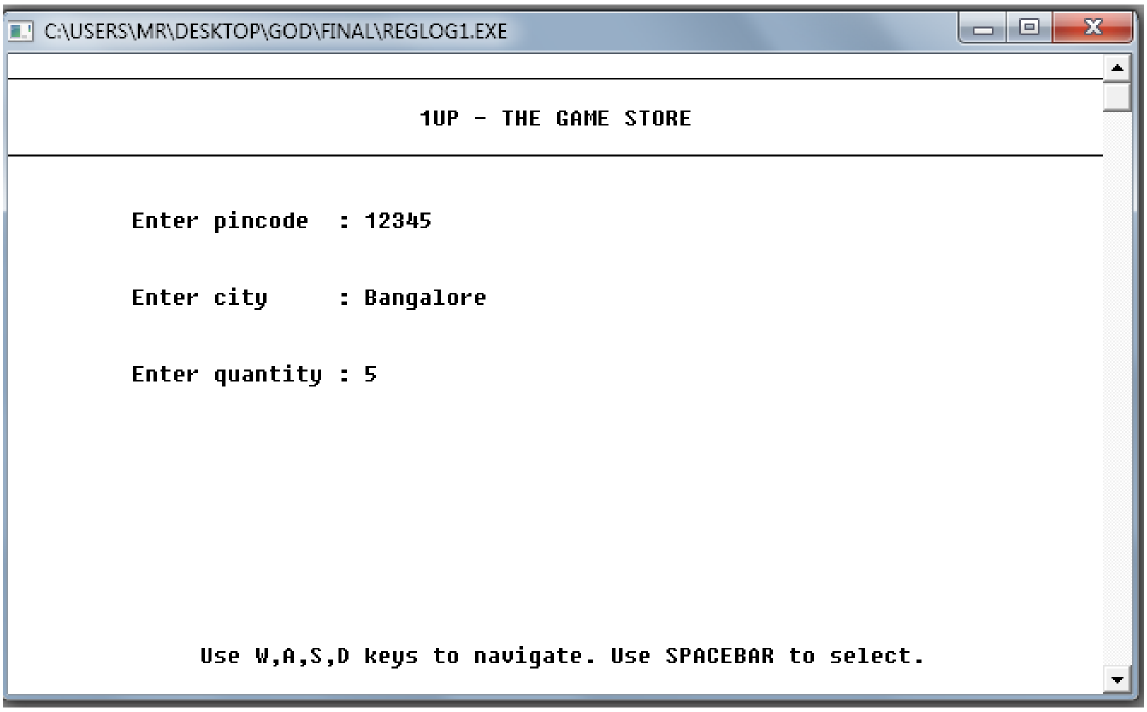
```
C:\USERS\MR\DESKTOP\GOD\FINAL\REGLOG1.EXE

                              1UP - THE GAME STORE                 LOGOUT

                               TRENDING GAMES


   Mass Effect 3 (PC)                                     MORE

   Metal Gear Solid (PS4, Xbox One, PC)                 < MORE  >

   Fallout 4 (PS4, Xbox One, PC)                          MORE

   Call of Duty:Infinite Warfare (PS4, Xbox One, PC)      MORE

   Mafia III (PS4, Xbox One, PC)                          MORE



                                                                  BACK

          Use W,A,S,D keys to navigate. Use SPACEBAR to select.
```

11.Game Details Page



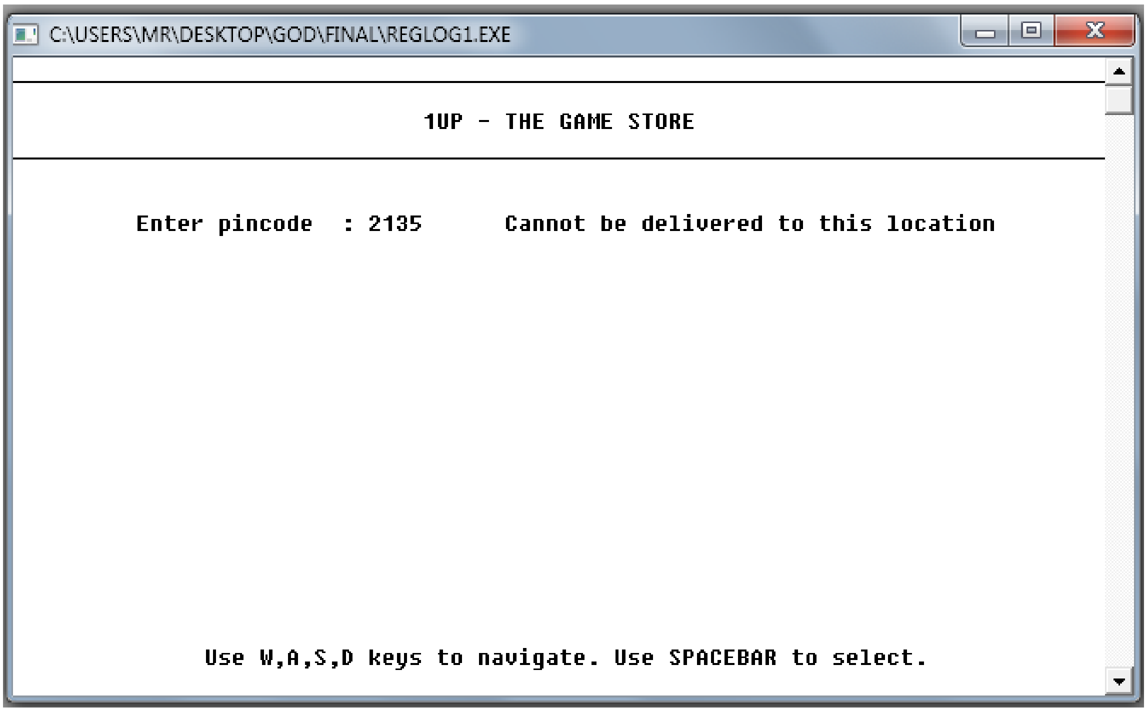
```
                         1UP - THE GAME STORE

   Metal Gear Solid (P13_MGS)

      Genre:  Action-Adventure          Mode: Single Player

      PS4         2280         < BUY  >

      XBOX ONE    2499           BUY

      PC          1999           BUY



                                                       BACK


              Use W,A,S,D keys to navigate. Use SPACEBAR to select.
```

12. Sample Data Input



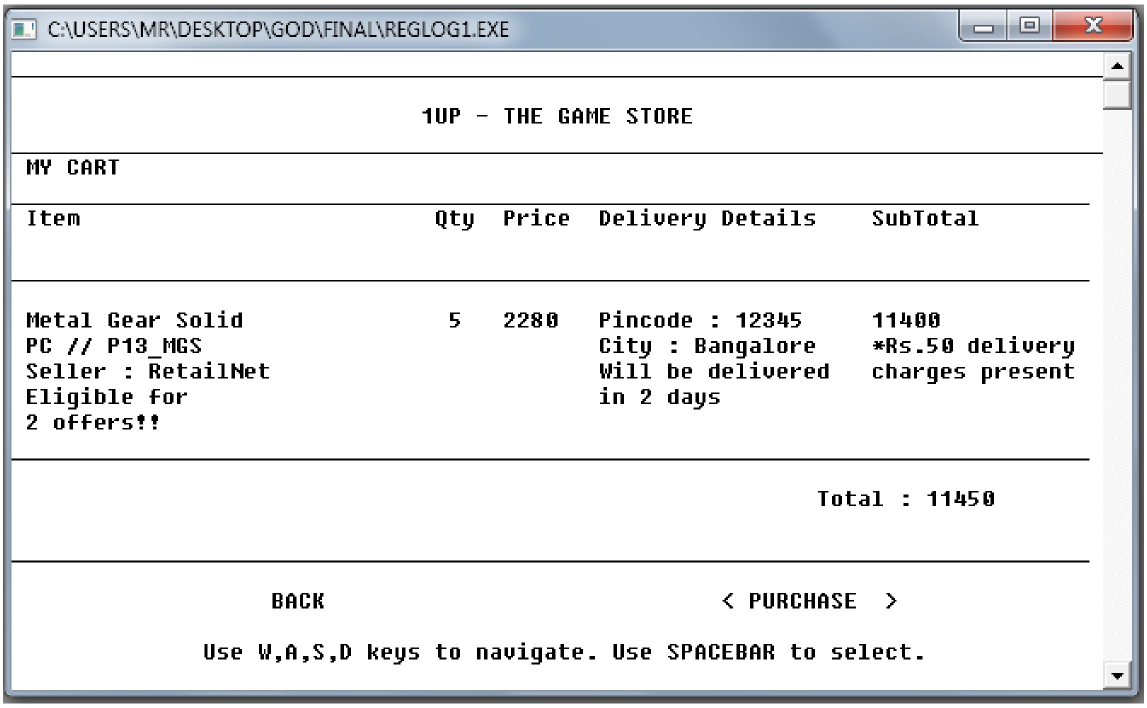
```
                         1UP - THE GAME STORE


         Enter pincode  : 12345


         Enter city     : Bangalore


         Enter quantity : 5





              Use W,A,S,D keys to navigate. Use SPACEBAR to select.
```

13. Sample Data Input Failed



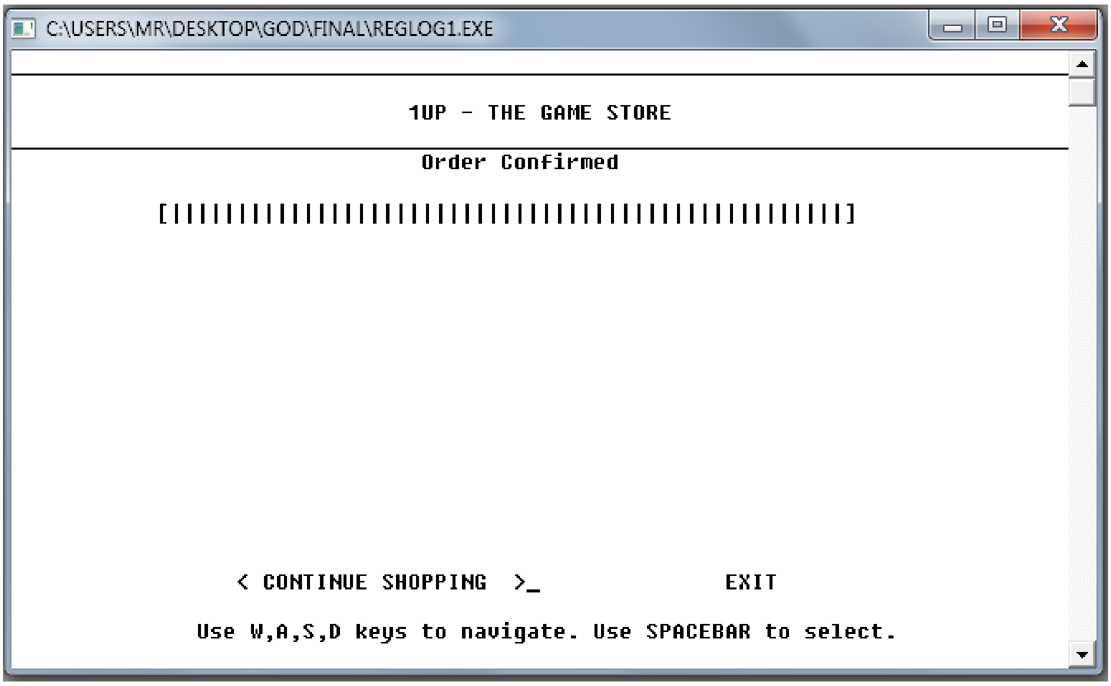
```
                              1UP - THE GAME STORE

         Enter pincode  : 2135      Cannot be delivered to this location




              Use W,A,S,D keys to navigate. Use SPACEBAR to select.
```

14. Checkout Page



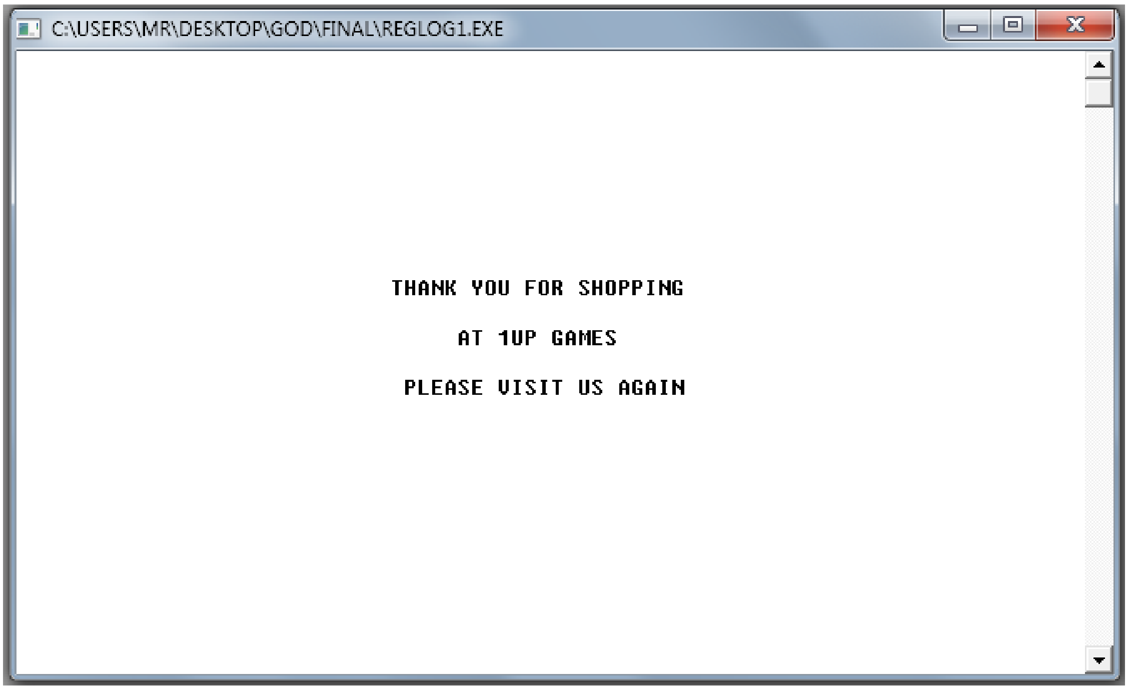
```
                              1UP - THE GAME STORE
 MY CART
 Item                           Qty  Price  Delivery Details    SubTotal

 Metal Gear Solid                5   2280   Pincode : 12345     11400
 PC // P13_MGS                              City : Bangalore    *Rs.50 delivery
 Seller : RetailNet                         Will be delivered   charges present
 Eligible for                               in 2 days
 2 offers!!

                                                       Total : 11450

                    BACK                             < PURCHASE  >

              Use W,A,S,D keys to navigate. Use SPACEBAR to select.
```

15. Order Confirmation



```
C:\USERS\MR\DESKTOP\GOD\FINAL\REGLOG1.EXE

                         1UP - THE GAME STORE
                            Order Confirmed

        [||||||||||||||||||||||||||||||||||||||||||||||||||||]

            < CONTINUE SHOPPING  >_              EXIT

         Use W,A,S,D keys to navigate. Use SPACEBAR to select.
```

16. Exit Screen



```
C:\USERS\MR\DESKTOP\GOD\FINAL\REGLOG1.EXE

                    THANK YOU FOR SHOPPING

                         AT 1UP GAMES

                     PLEASE VISIT US AGAIN
```